

Assured Mobility...

What is my Mission and Concept?
Where Do I Want to Maneuver?

**Develop
Mobility Input
to the COP**

**Establish &
Maintain
Operating Areas**

What Are the
Existing and
Potential
Impediments to
Maneuver?

How Can I Deal
With Them?
“Predict-Prevent
Linkages”

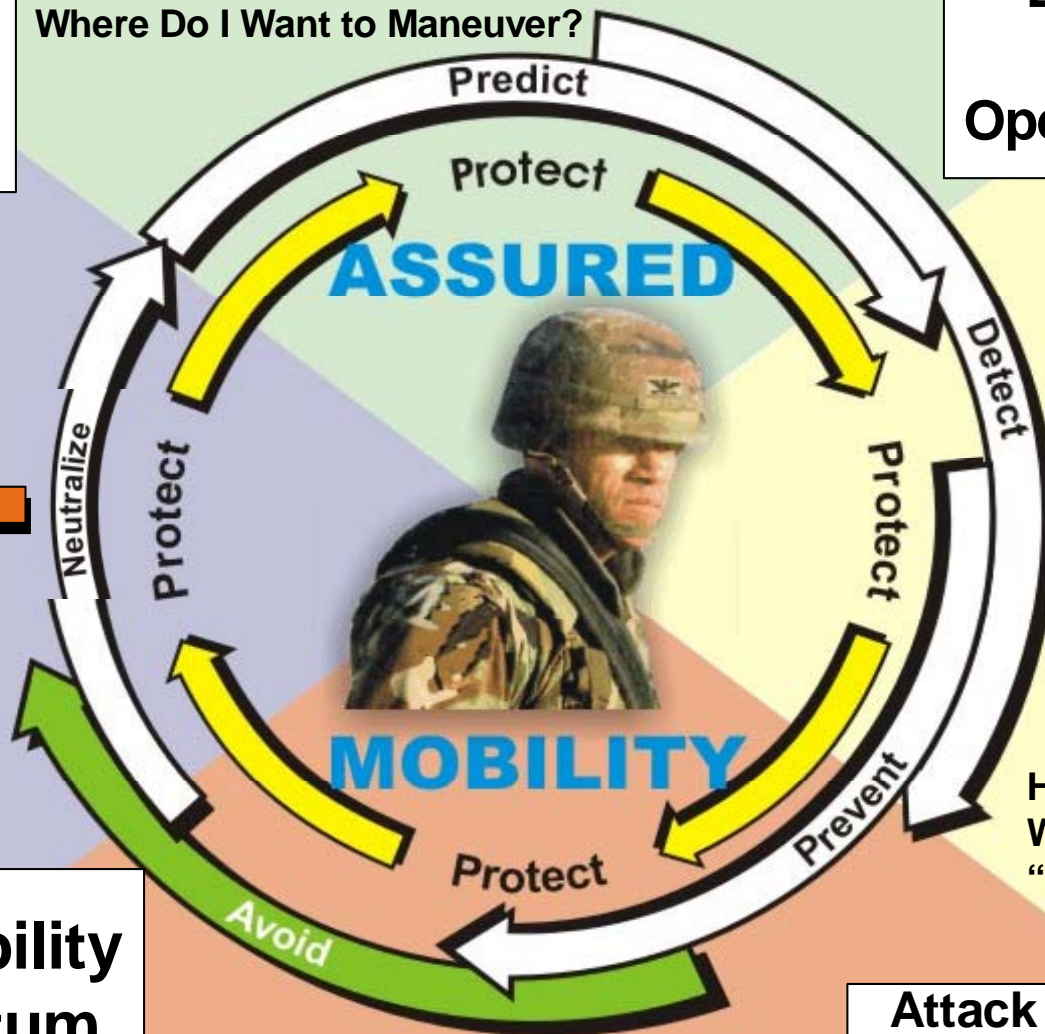
**Attack Enemy's
Ability to Inhibit
Mobility**

What Actions
Must I Take?

What must I do to neutralize
obstacles ICW Maneuver?

**Maintain Mobility
and Momentum**

**Mission
Success**



Assured mobility is defined as the Actions that give the Commander the ability to maneuver where and when he desires, without interruption or delay to accomplish the mission”

The operational environment includes physical, informational, and human dimensions. All of these are dynamic – they change over time, often in unpredictable ways. These factors also interact, increasing the complexity of understanding the environment and predicting its future state.

The behavior and active or passive activities of populations are significant examples of complex variables of the environment that will impact military operations.

Finally, the environment does not play favorites between friendly and adversary. It can pose even greater impediments to friendly deployment and theater access – and to friendly force movement, maneuver, mobility, protection, and survivability – than deliberate action taken by the enemy. Both friendly and enemy are in constant conflict to dominate the environment to enable their military operations.

We must leverage the positive effects and mitigate the negative effects of the environment, while denying the opponent his ability to do the same. Thereby, we quickly take away the enemy’s “home-court” advantage, an advantage inherent in the simple fact that he is already there, in order to understand and dominate the environment.

A dynamic and interactive environment means that Maneuver Support enablers must also be dynamic, “plug and play” capabilities and assets that satisfy different environments, threats, and missions.